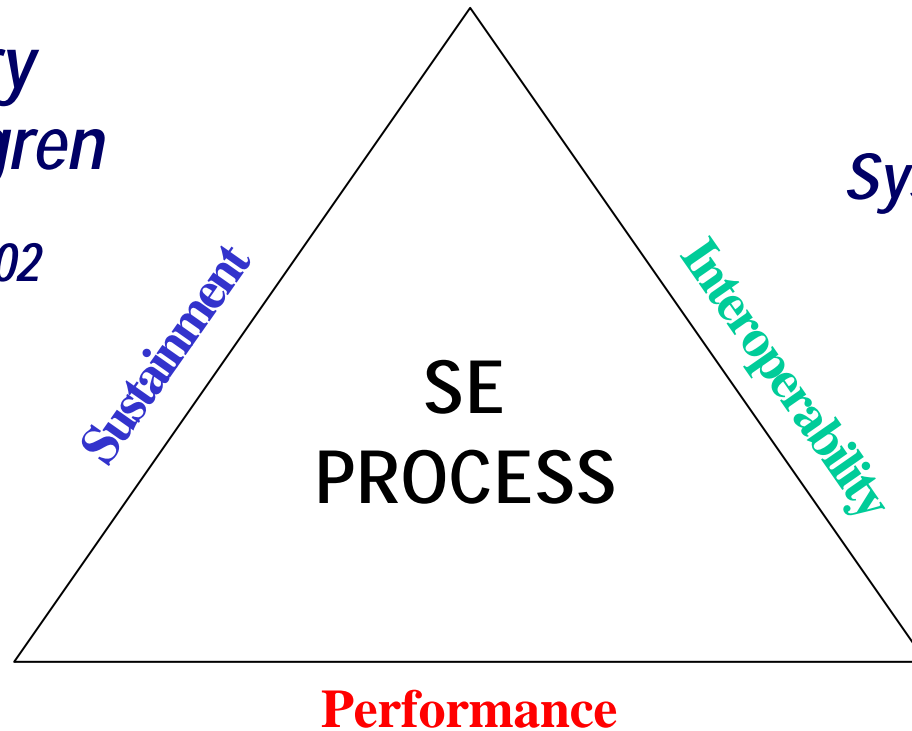


# ***The Electric Ship and Electric Weapons***

***Chester Petry  
NAVSEA Dahlgren***

*October 22-24, 2002*

***NDIA  
5<sup>th</sup> Annual  
System Engineering  
Conference  
Tampa, FL***





# *Topics*

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- ◆ Why
- ◆ Directed Energy Weapons
- ◆ Electromagnetic Launch Weapons
- ◆ Weapons Integration
- ◆ Conclusion



# ***Why Electric Weapons?***

- ◆ **Improve Warfighting Capability**
  - Lower Cost per Shot
  - Reduced Time to Target
  - Greater Range
  - Reduced Ship Vulnerability
  - Simplified Logistics
  
- ◆ **Leap-Ahead Technologies**
  - Speed of Light and Hypersonic Response
  - Eliminate Shipboard Energetics
    - ★ Fuel converted to Kinetic Energy Projectiles
    - ★ Fuel converted to Variable Lethality

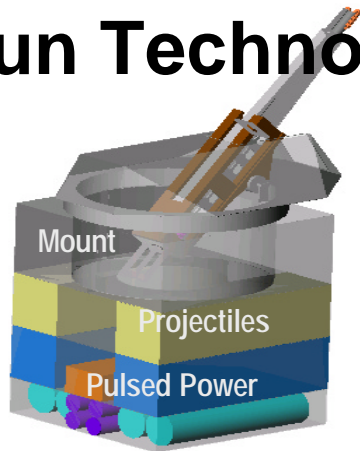


# *Why Now?*

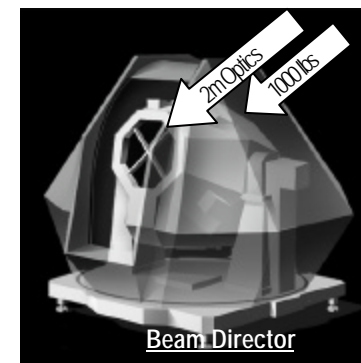
## **Integrated Power System (IPS)**



## **Demonstration of Railgun Technology**



## **Advances in Laser Technology**



*Timely Coincidence!*



# *What Has Changed?*

## Electric Drive selected for Future Navy Destroyer

**"Changes in Propulsion Systems Fundamentally Change the Character and Power of our Forces. This has Been Shown by the Movement from Sails to Steam... Electric Drive will Open Immense Opportunities for Redesigning Ship Architecture... and Allocating a Great Deal More Power to Warfighting Applications"**

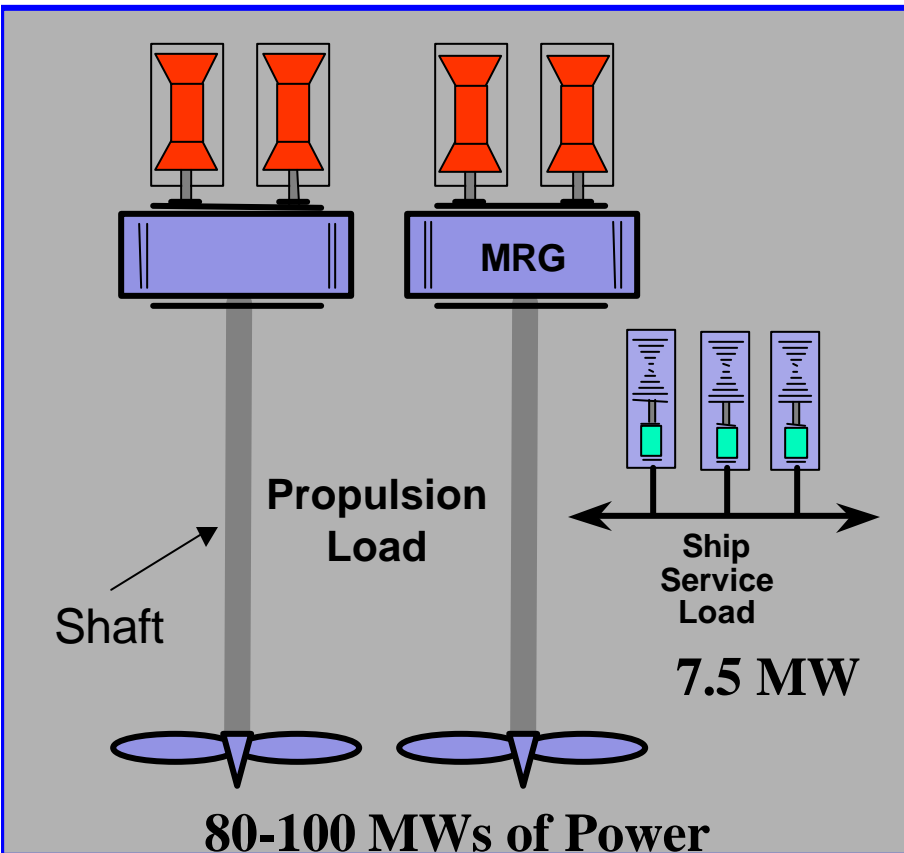
SECNAV on 6 January 2000

***Greater Electrical Power Available for Warfighting***

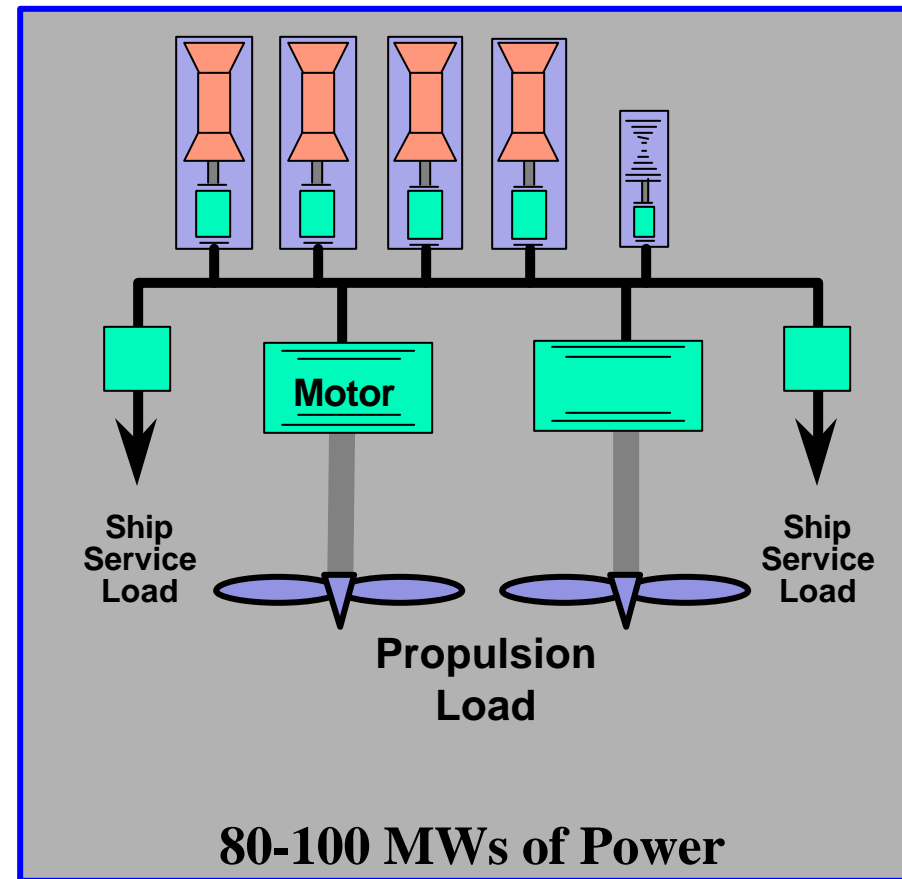


# Comparison of Power Plants

## Today's Segregated System



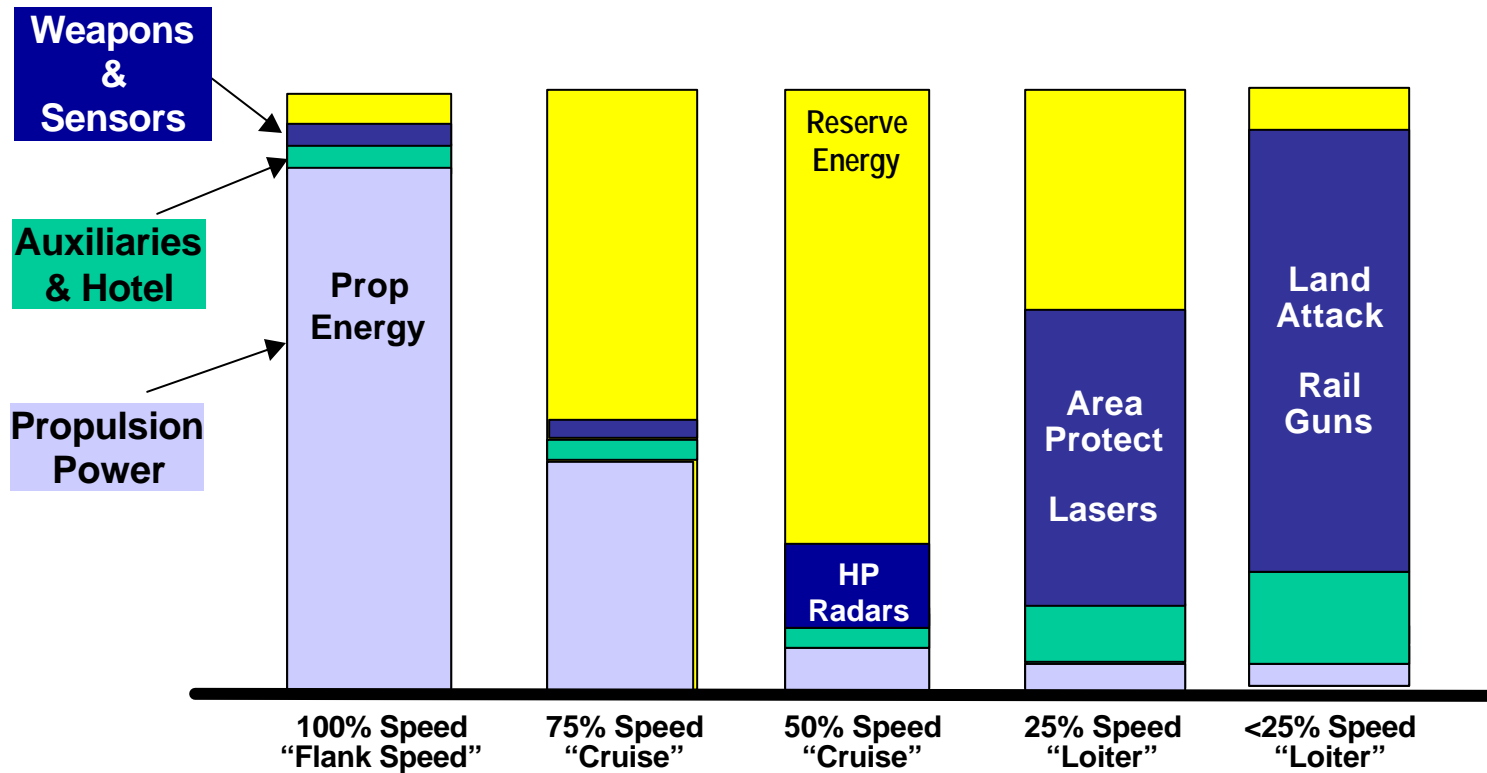
## Integrated Power System



*IPS Goal: Fewer Prime Movers & Fuel Savings*



# *Energy Management*

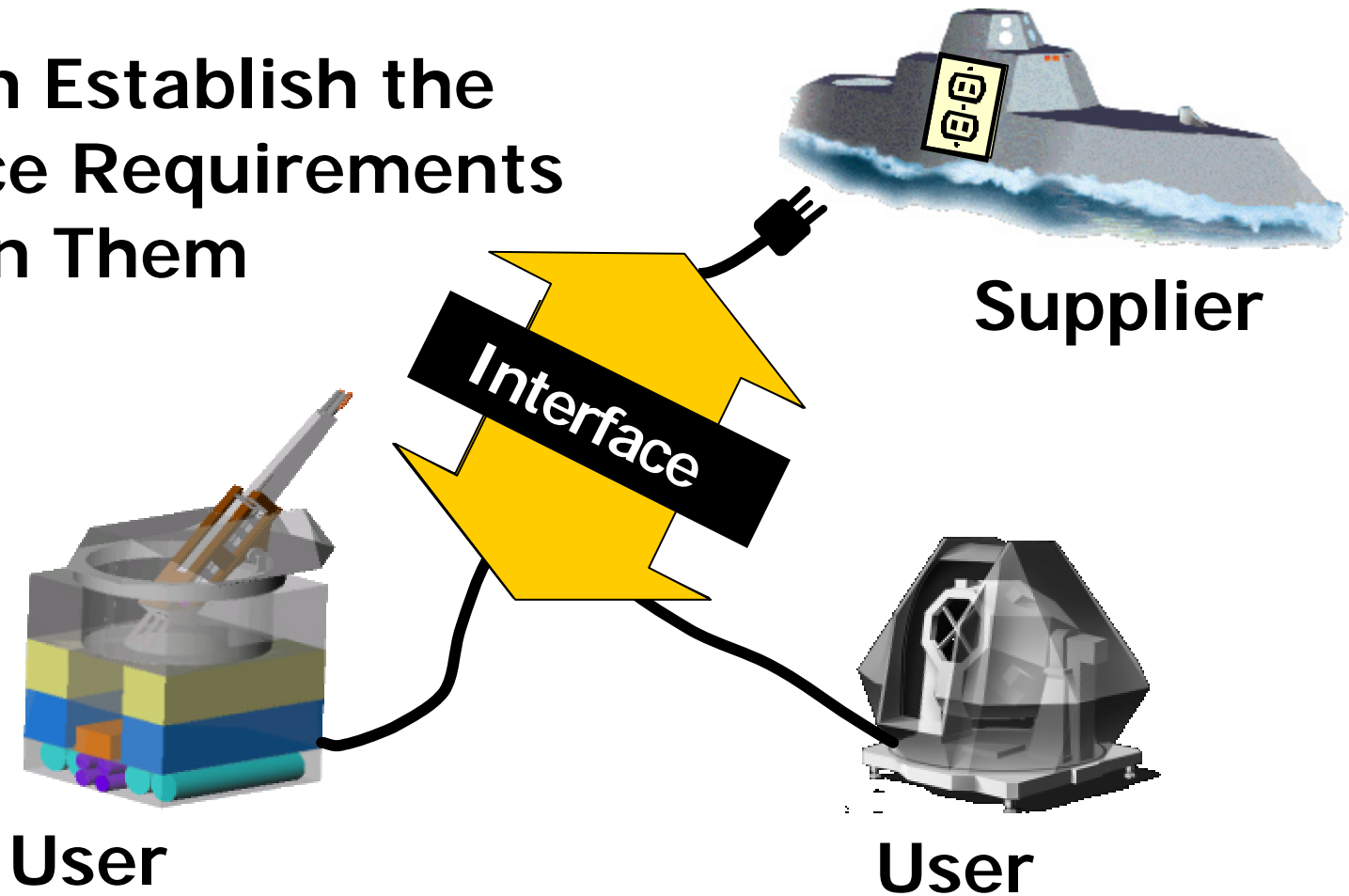


*Dynamic Response must support Tactical Situation*



# *Interface Changes?*

... Then Establish the  
Interface Requirements  
Between Them

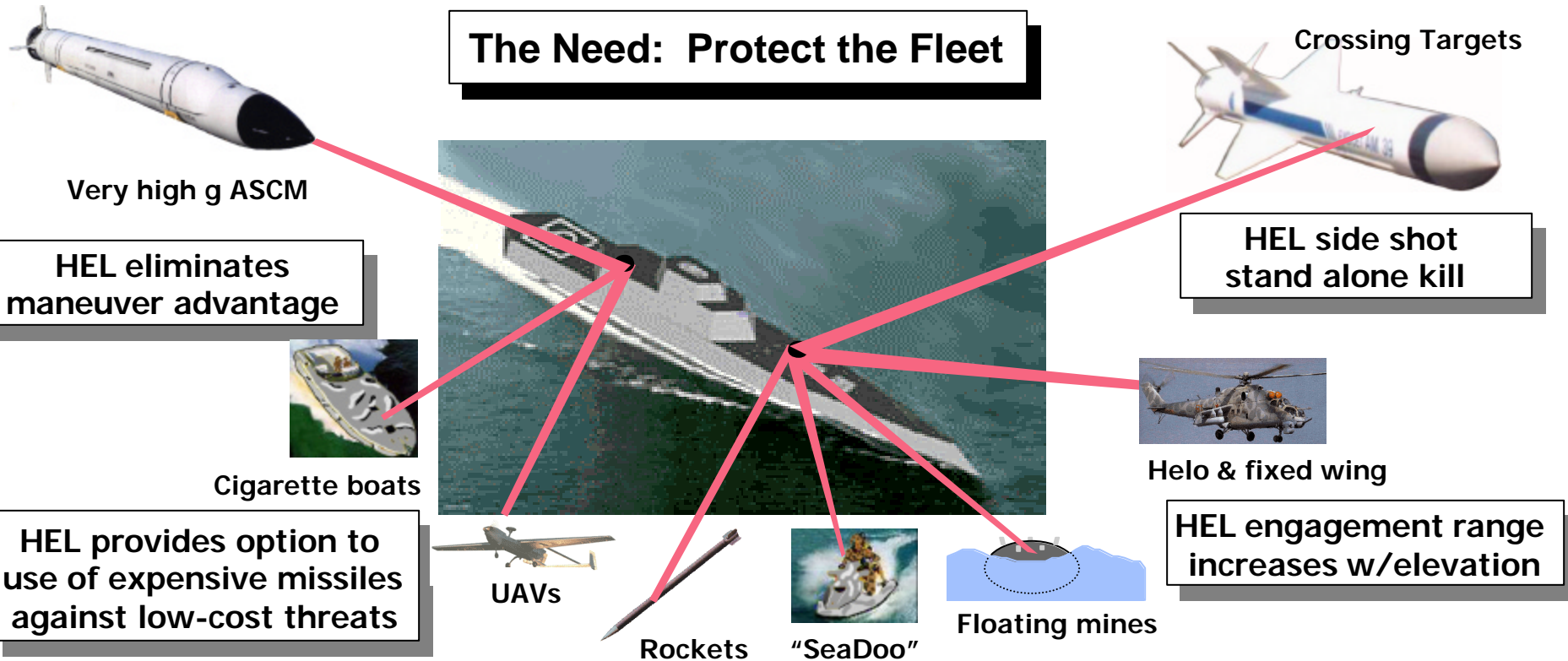


*Propulsion is No Longer the Most Important Power*





# Potential of DEW



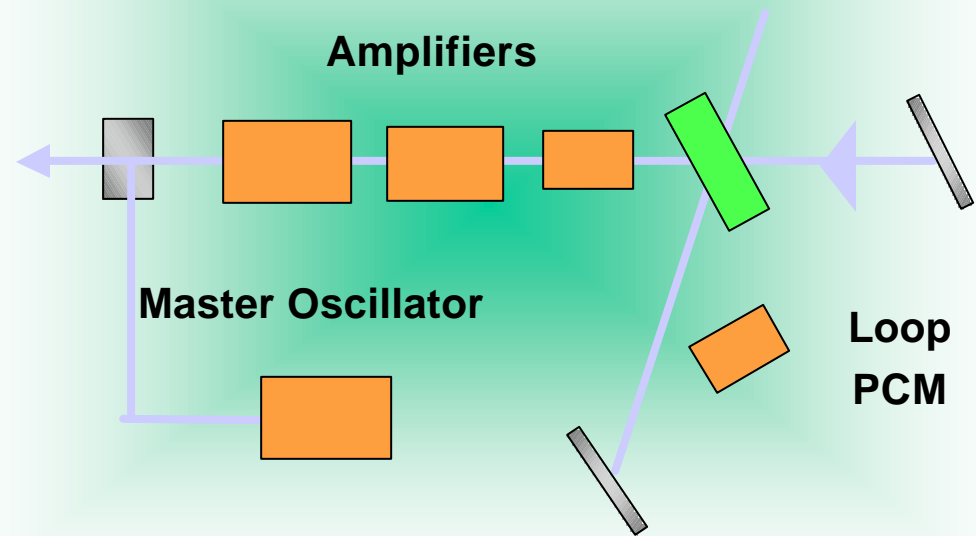
## Graduated Lethality

- Render the threat neutral for follow on action
  - Engage until desired response is achieved
    - Secondary surveillance capabilities
    - Speed-of-light delivery



# ***Solid State Lasers***

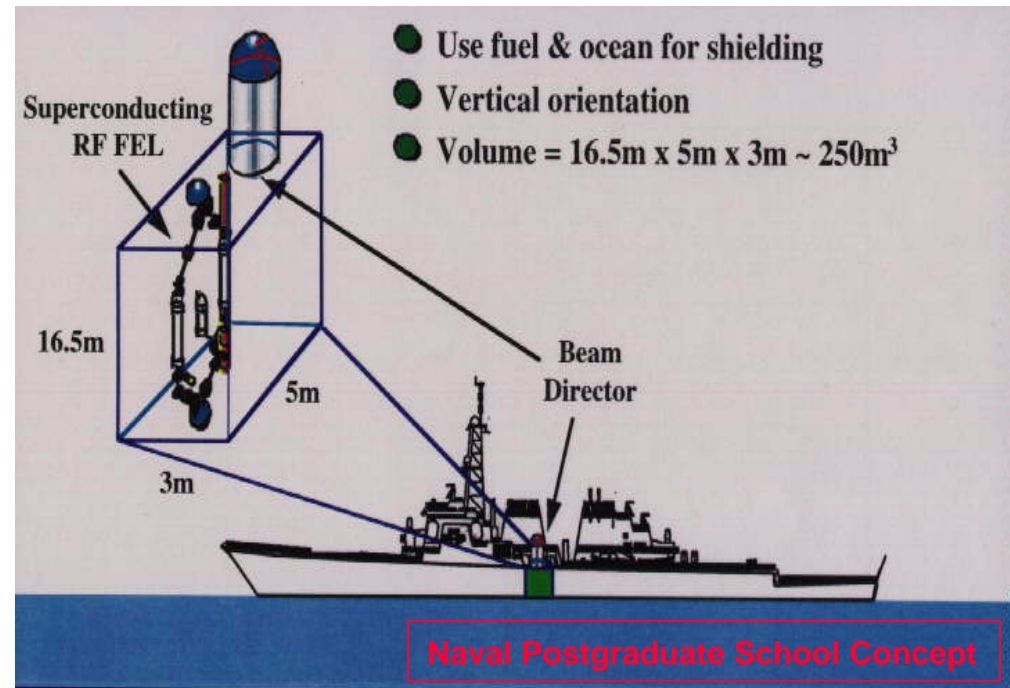
- ◆ Operating in the Correct Atmospheric Windows for Maritime Propagation (~1.0 Micron)
- ◆ Other Services are Pursuing SS Lasers due to Perceived Smaller Size & Ruggedness
- ◆ Primary Technology Hurdle is Removing Excess Heat from the Solid Material





# Free Electron Lasers

- ◆ Progress Made at TJ LAB (DOE) has Renewed the Interest in FEL Technology after a Negative SDI Experience
- ◆ Potential for High Power Without Toxic Waste or Thermal Management Problems
- ◆ Reducing size, Increasing Mirror Power Levels, and Injectors are the Primary Technology Hurdles

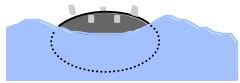




# Potential of EML



ASUW



Floating Mines



NSFS

Small Boats

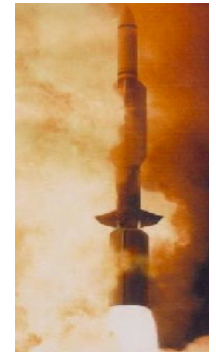


Strike

Self Defense



UCAVs

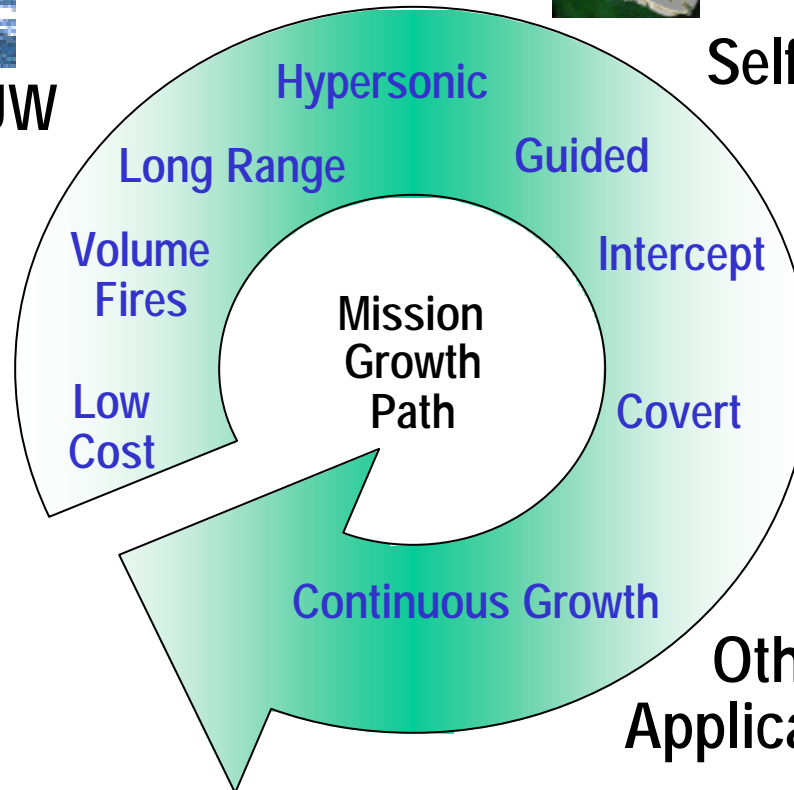


TBMD

Special Forces



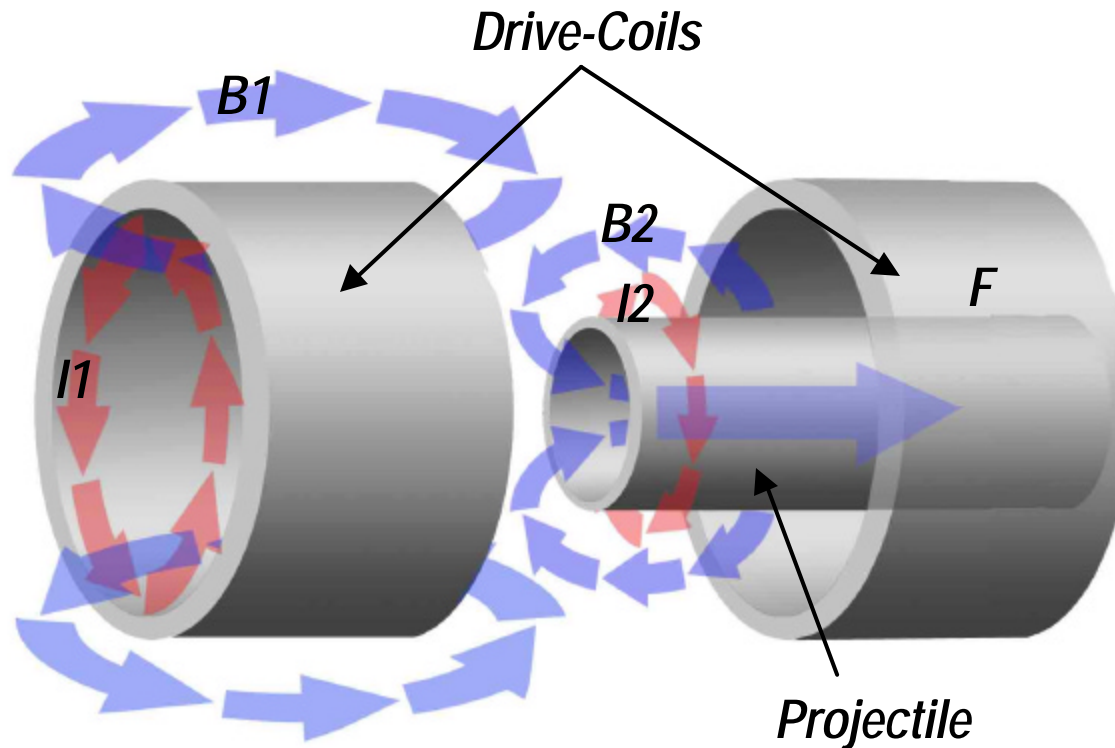
Other Applications



One Weapon! ... Multiple Mission Areas



# Coil Gun



## Advantages:

- ♦ Magnetic Levitation of Projectile
- ♦ No barrel life Issues, No barrel Wear
- ♦ Distributed Surf. Force – Uniformly along entire Barrel
- ♦ Minimum Noise & Muzzle Blast
- ♦ Best Suited for Heavy, Low Velocity Projectiles

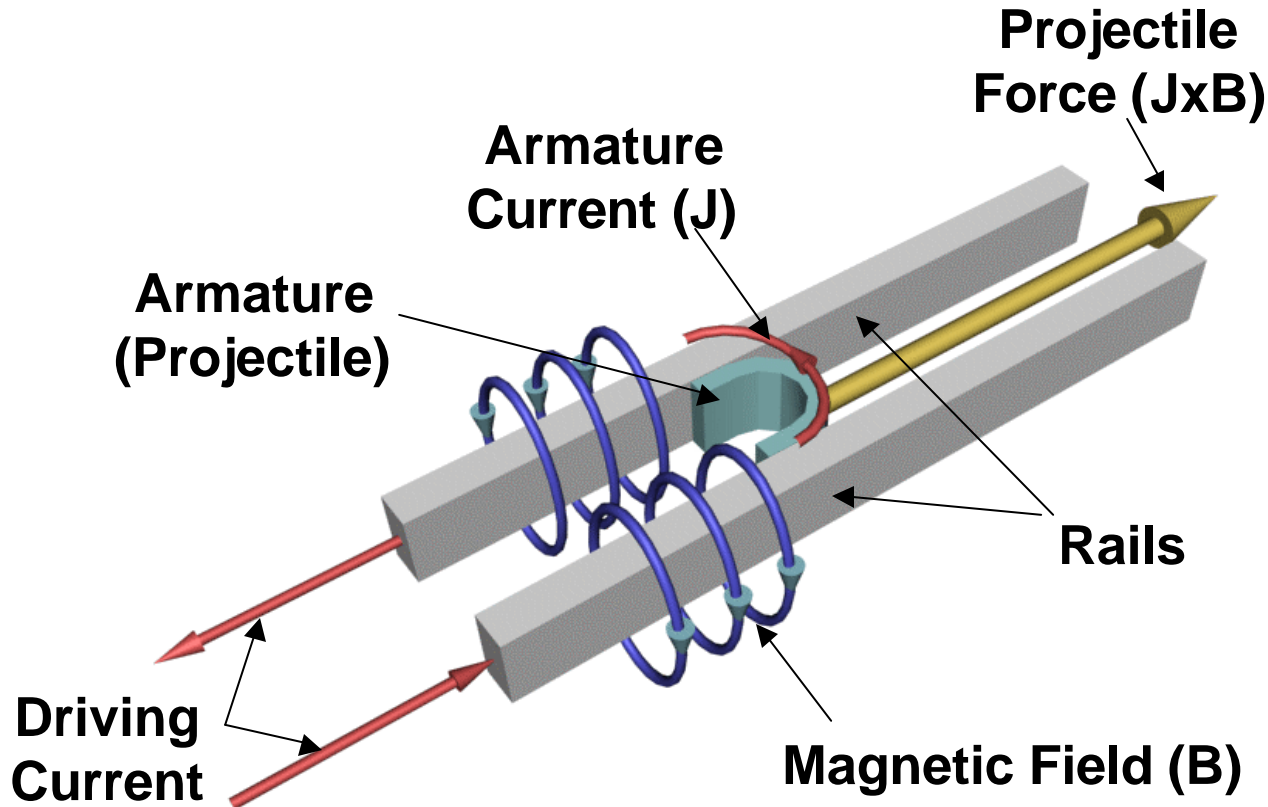
## Disadvantages:

- ♦ Precise Timing Req To Energize Multiple Coils
- ♦ Larger Barrel, Launcher Length
- ♦ Only small, low velocity guns demonstrated

*Drive-Coil Current Induces an Opposing Current in the Projectile. The Resultant Magnetic Fields Repel Each Other Thereby Accelerating the Projectile*



# Rail Gun



## Advantages:

- ◆ Simplest Power Systems
- ◆ Relatively Constant Force
- ◆ Simple EML Geometry
- ◆ Demonstrated above 2500 m/s
- ◆ Minimum Noise & Muzzle Blast
- ◆ Best Suited for Light, High Velocity Projectiles

## Disadvantages:

- ◆ Barrel Wear
- ◆ Barrel Cooling for Sustained Fires
- ◆ Requires Sliding Contact

*Current Flowing in the Rails Creates a Magnetic Field Which Interacts with the Current in the Armature to Generate a Lorentz ( $J \times B$ ) Force*

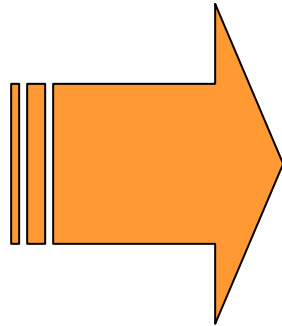




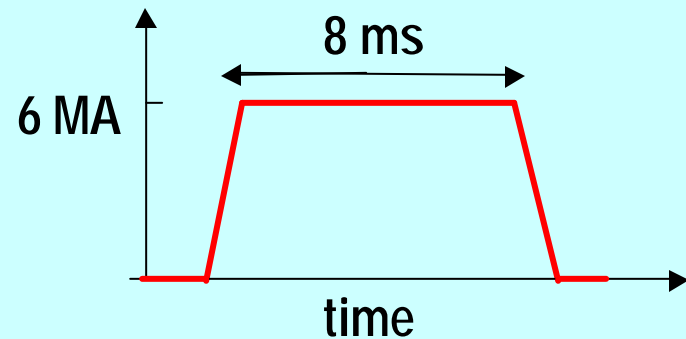
# *Rail Gun Pulsed Power Requirements*

## Notional Navy EM Gun Requirements:

- Flt. Mass – 15 kg
- Launch Mass – 20 kg
- Launch Velocity – 2.5 km/s
- Muzzle Energy – 63 MJ
- Breech Energy – ~150 MJ
- Barrel Length – 10 m
- Peak Accel. – 45 kgee
- Firing Rate – 6 to 12 RPM



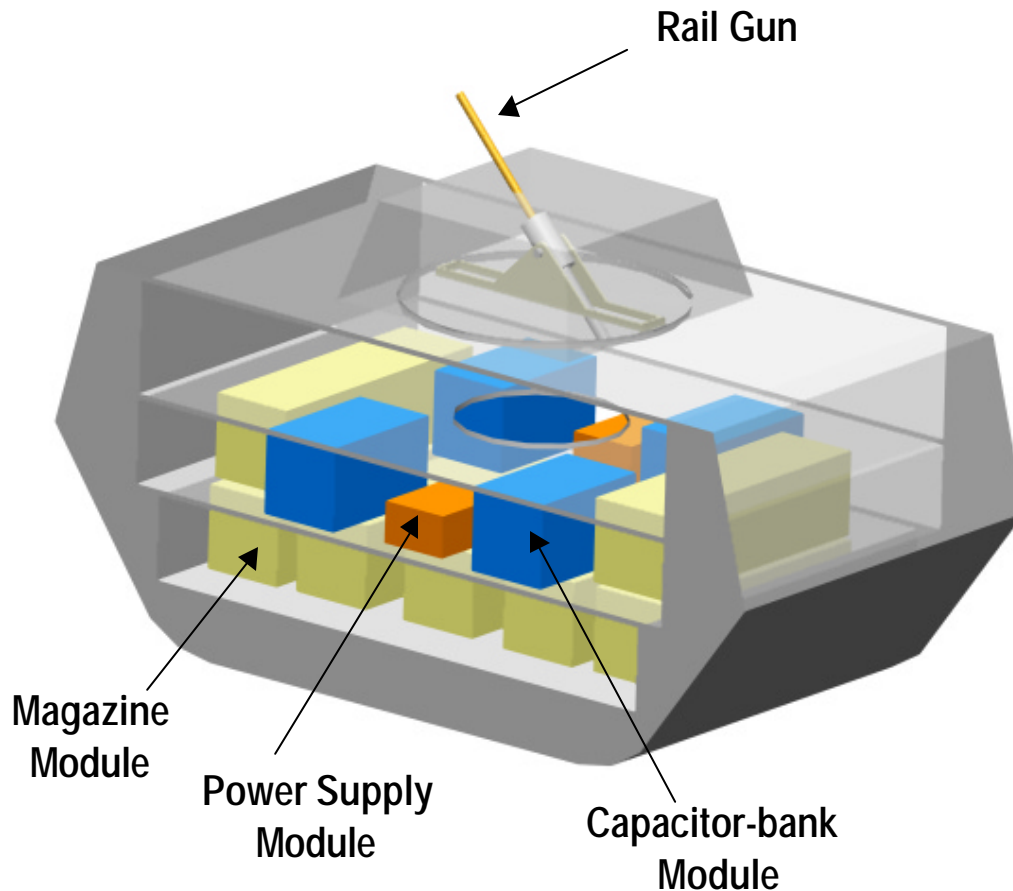
## Input Current



- Peak Input Voltage - ~12 kV
- Peak Charging Power - 15 to 30 MW



# *Pulsed Power System Conceptual Hull-Section Layout*



## Assumptions:

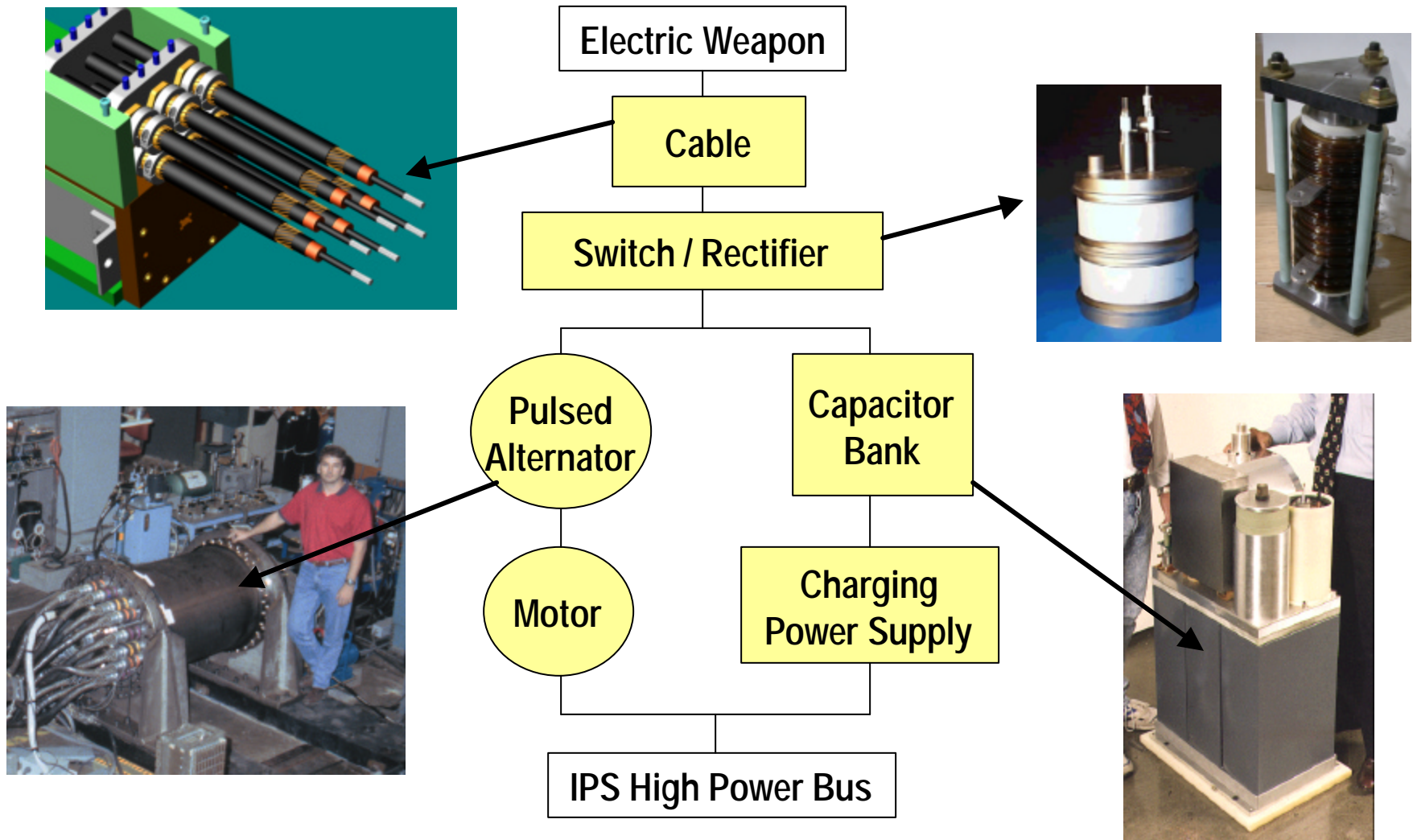
- 200 MJ Capacitor-Bank
  - 2.5 MJ/m<sup>3</sup> Capacitors
  - 50% of Volume for Auxiliaries
- Charging Peak Power
  - 15 MW (1 MW/m<sup>3</sup>)
- 10 m Barrel Length
- Hull Section:
  - H x W x L: 13m x 30m x 15m

*Smaller Projectile Promotes Increased Stowage*





# *Pulsed Power System Major Technology Areas*





# ***Electric Weapons Approach***

- ◆ Begin with "Systems Perspective"
  - Threat and Weapon Effectiveness
  - Operational Prospective
  - Total Ship Systems Engineering
  - Integrated C4ISR, Weapons and Platform Services
  - Multi-Ship Class & Battleforce Applicability
  
- ◆ System Integration Requires:
  - Developing Dynamic Power Management
  - Multi-Function Power Conversion to Minimize Redundant Power Supplies
  - Accurately Defined Pulsed Power Charging Profile



# *Platform Considerations*

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- ◆ **Naval Architecture**
  - Recoil Impact to Ship Structure
  - Arrangement of Pulsed Power, Cabling and Magazines
  - Personnel Safety
- ◆ **Thermal Management Issues**
  - System Efficiency 5-50%
  - Electronics & Energy Storage Components
  - Transfer of Heat to Seawater
- ◆ **Magazine Benefits**
  - Simplifies Magazine, potentially eliminating
  - Projectile Storage Volume Increases
  - No Explosive Warheads, Propellants, or Rocket Motors



# ***Electric Weapons Benefits***

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- ◆ **Enhanced Ship Survivability**
  - Greater Ship Stand-off
  - Eliminate Explosive Warheads
  - Eliminate Prop Charges & Rocket Motors
- ◆ **Faster Time of Flight**
- ◆ **Increased Range**
  - Increased Littoral Coverage
  - Greater Ship Mission Flexibility
- ◆ **Greater KE Provides Higher Lethality**
- ◆ **Reduced Cost**
  - Enables Volume Fires
  - Simplified Logistics, no Energetics Tail



# *Organizational Considerations*

## 0 Electric Ship

- PMS 510 (PEO S)
- SEA 05

## 0 Directed Energy Weapons

- PMS 405 (SEA 53)

## 0 Electro-Magnetic Gun

- PM Under Development

## Naval Surface Warfare Center Carderock, MD

- Lead for Ship Systems
- Philadelphia Sys Eng
- Aux Sys Dev
- Ship System Demonstrations

## Naval Surface Warfare Center Dahlgren, VA

- ◆ Mission Assessments
- ◆ Lead for Weapons Development
- ◆ Interface Definition and Control
- ◆ Combat Weapon Demonstrations



# *Conclusions*

**The Electric Warship initiatives address three critical components of the warfare problem:**

**Time - Rate - Distance**

A green starburst graphic with a black outline, containing the text "Speed of Light & Hypersonic".

Speed of Light  
&  
Hypersonic

A green starburst graphic with a black outline, containing the text "Deep Magazines & Affordable".

Deep Magazines  
&  
Affordable

A green starburst graphic with a black outline, containing the text "SEA STRIKE & SEA SHIELD".

SEA STRIKE  
&  
SEA SHIELD